



# CRYPT GRUB

Insect

MOV COM RAN ARC MYT WND SAN

5/7 6/6 6/6 4/7 1 14 10

## BLADED LIMBS

COM • Base • Bleed

## DIGESTIVE ENZYME

RAN • 8" • Burn

## EVOLVE

2 MYT

Choose and apply a mutation of your choice from the table below.

## MUTATION

1 MYT

Roll 1D6 and apply the rolled mutation from the table below.

- **1 - DEATH RATTLE** When this grub dies all models in base contact must take a COM defence test. If this is failed they suffer 2 WND.
- **2 - SHARPENED LIMBS** Bladed Limbs inflicts Haemorrhage instead of Bleed.
- **3 - SPITTER** Digestive Enzyme's range is increased to 10" and gains +2/+0 RAN.
- **4 - RACING SNAKE** +1/+1 MOV.
- **5 - HARDENED CHITIN** (Replaces Chitin) Any non-condition damage suffered by this model is reduced by 2, to a minimum of 1.
- **6 - EVOLVE** Choose and apply another mutation from the table.

*Grubs may have any number of different mutations, but only 1 of each at any time. Multiple applications of the same mutation have no additional effects.*

## SWARM

This model gains +2/+0 COM for outnumbering enemy models instead of the usual +1/+0 COM.

## CHITIN

Any non-condition damage suffered by this model is reduced by 1, to a minimum of 1.

## GUARDIAN

This model gains 1 re-roll this turn if it is within 2" of an objective held by a friendly model (including itself).

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40MM BASE